indiCAPTURE

AUDIO/VIDEO CAPTURE DEVICE

REGISTER INDICAPTURE NOW: WWW.TDK.COM/REGISTRATION

TDK®

HARDWARE/SOFTWARE GUIDE

CAPTURE CREATE PREMIERE

IF YOU EXPERIENCE A PROBLEM, PLEASE READ THE SUPPORT MATERIALS AT: **www.tdksupport.com**

IF THE PROBLEM STILL CANNOT BE RESOLVED, PLEASE CALL **1-800-835-8326** BEFORE RETURNING THIS PRODUCT.

TDK is committed to its customers. We will help you correct the problem, or will supply instructions for returning the unit.

v1.1

GREETINGS

Thank you for purchasing IndiCAPTURE. Enjoy your new video (with audio) capture device and software.

- Write down IndiCAPTURE's serial number.
- Register IndiCAPTURE at the following URL: www.tdk.com/registration.

FCC NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee interference will not occur in a particular installation. If this equipment causes harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any changes or modifications should be approved by the party responsible for compliance with FCC Rules. Otherwise, the user loses authority to operate the equipment.

TABLE OF CONTENTS

SECTION 1 : INSTALLATION 1

SECTION 2 : ARCSOFT® SHOWBIZ™ 15

APPENDIX A : TROUBLESHOOTING 33

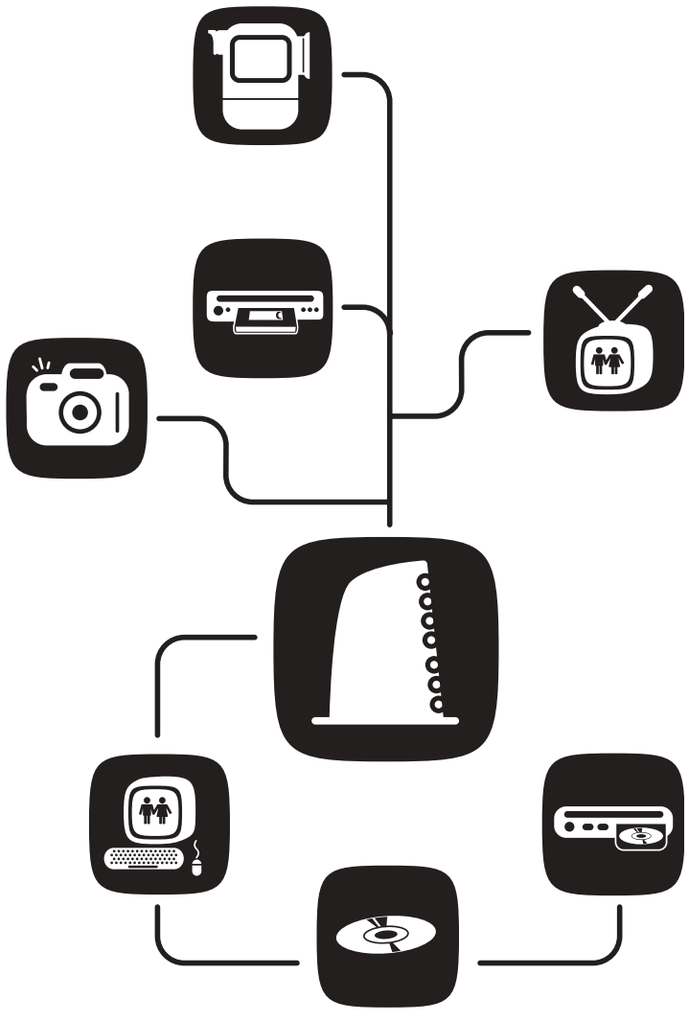
APPENDIX B : SPECIFICATIONS 35

WHAT IndiCAPTURE DOES

IndiCAPTURE is a high quality video (with audio) capture device, capable of capturing full quality DVD ready video into your PC. Capture from your camcorder, VCR, TV, digital camera or virtually any device with an analog video output.

NOTE: Due to copy protection it is not possible to capture video from a commercial DVD.

HARDWARE CONNECTIONS



SAVE

SAVE YOUR BOX! If you need to ship IndiCAPTURE back to TDK, send it packaged in the original box (if possible). TDK cannot assume liability for any damage IndiCAPTURE sustains during shipment. Please use the safest possible manner to ship IndiCAPTURE back to TDK.

INSTALLATION

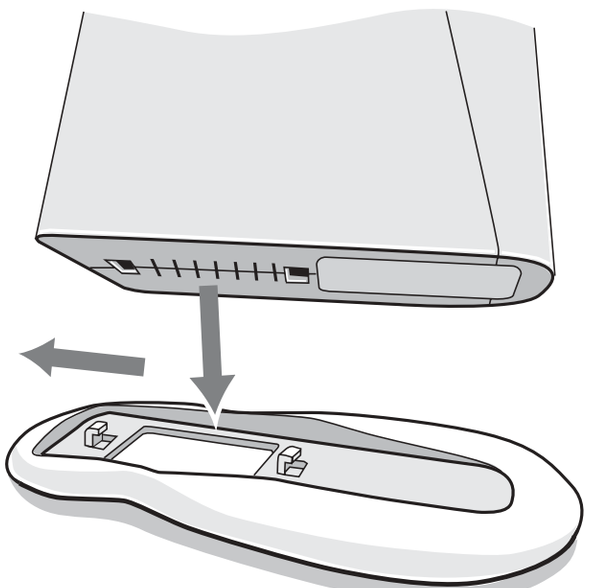
SECTION 1

OVERVIEW OF INSTALLATION STEPS:

- Attach Base
- Connect Power Supply
- Connect USB Cable
- Install IndiCAPTURE USB Driver (If Prompted)
- Install ArcSoft ShowBiz Software
- Connect Video Source

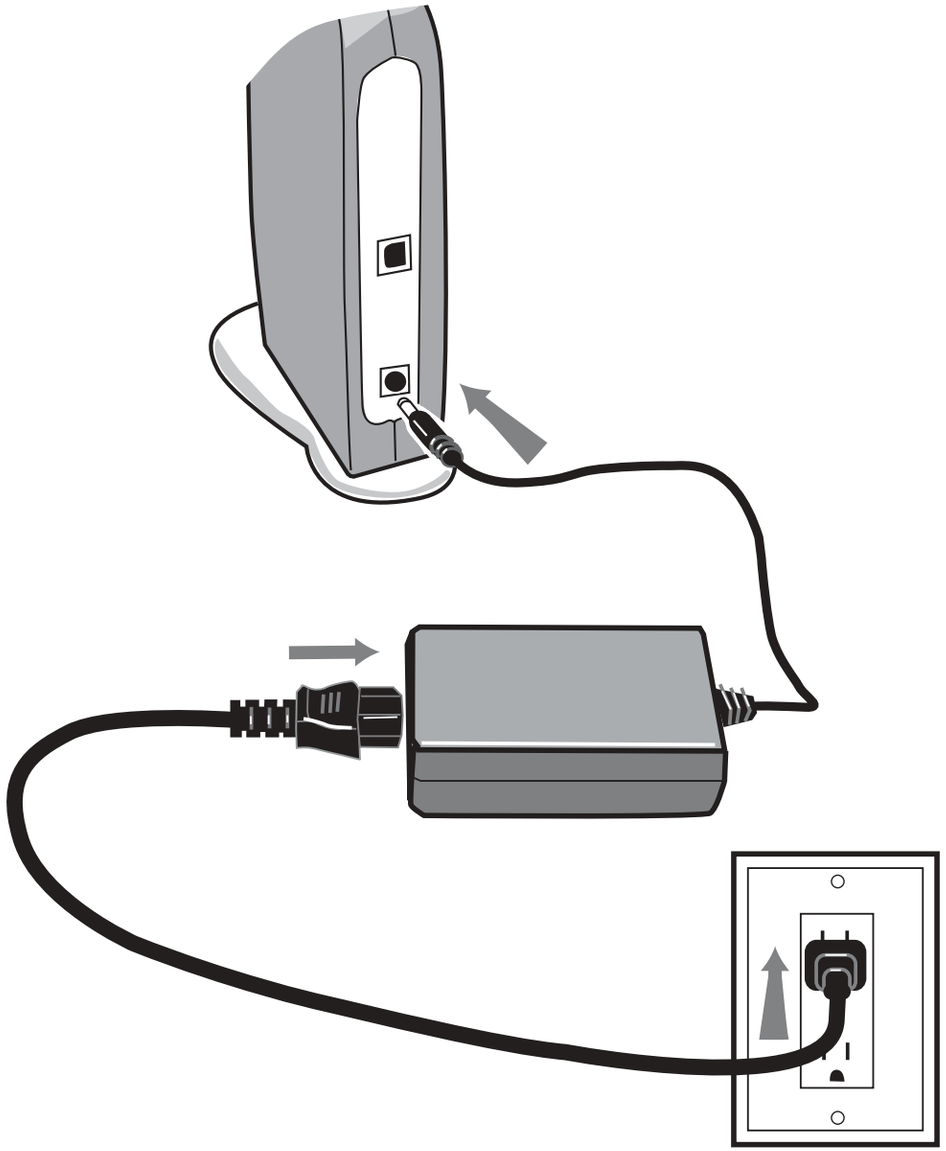
ATTACH BASE

1. Place base on a flat surface.
2. Lower IndiCAPTURE onto the pegs that are built into the base.
3. Carefully push IndiCAPTURE towards the back of the base until it snaps into place.

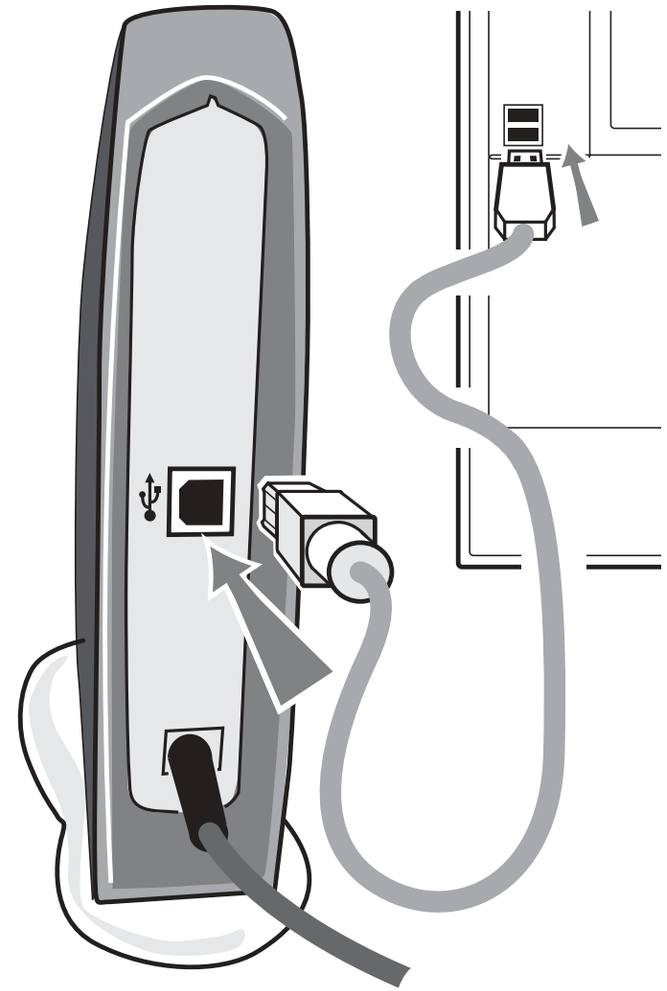


CONNECT POWER SUPPLY

1. Connect the small round plug on the power brick's built-in cord to IndiCAPTURE's rear panel power jack.
2. Connect one end of the loose power cord to the power brick.
3. Connect the other end of the loose power cord to a household power outlet.



CONNECT USB CABLE



1. Connect one end of the supplied USB 2.0 cable to IndiCAPTURE's rear panel USB 2.0 port.
2. Connect the other end of the supplied USB 2.0 cable to a USB 2.0 port on your computer.
   - If your computer doesn't have a USB 2.0 port, use the included cable to connect IndiCAPTURE to a USB 1.1 port.

NOTE: Consult your computer's documentation to determine if your computer has a USB 2.0 port.

NOTE: If IndiCAPTURE is connected to a USB 1.1 port (rather than to a USB 2.0 port), the capture speed may be slower than real time.

NOTE: During the driver installation process, you may be asked to insert the Windows installation disc.

INSTALL IndiCAPTURE USB DRIVER (IF PROMPTED)

If your computer doesn't already have the correct driver installed, a Windows new hardware detection window will appear on your screen after the USB cable has been connected. If the new hardware detection window does not appear, skip to the "INSTALL ARCSOFT SOFTWARE" section. If the New Hardware detection window appears, follow the steps below that apply to your computer's operating system:

If your operating system is Windows XP:

1. Load the IndiCAPTURE Software Installation Disc into your computer's drive.
2. If the ArcSoft software installation screen appears, click its CANCEL button.
   - The "Welcome to the Found New Hardware Wizard" window will open.

3. Select "Install from a list or specific location (Advanced)".
4. Click NEXT.
   - The "Please choose your search and installation options" window will open.

5. Select "Search for the best driver in these locations", check "Include this location in the search", click the BROWSE button and navigate to the "IndiCAPTURE USB Driver" folder, located on the IndiCAPTURE Software Installation Disc.
6. Click NEXT.
   - The "Completing the Found New Hardware Wizard" window will open.

7. Click FINISH to complete installation.

If your operating system is Windows 2000:

1. Load the IndiCAPTURE Software Installation Disc into your computer's drive.
2. If the ArcSoft software installation screen appears, click its CANCEL button.
   - The "Welcome to the Found New Hardware Wizard" window will open.

3. Click NEXT.
   - The "Install Hardware Device Drivers" window will open.

4. Select “Search for a suitable driver for my device (recommended)”.
5. Click NEXT.
   • The “Locate Driver Files” window will open.

6. Check “Specify a location”.
7. Click NEXT.
   • The “Insert the manufacturer’s installation disc into the drive …” window will open.

8. Click the BROWSE button and navigate to the “IndiCAPTURE USB Driver” folder, located on the IndiCAPTURE Software Installation Disc.
9. Click OK.
   • The “Driver Files Search Results” window will open.

10. Click NEXT.
    • The “Completing the Found New Hardware Wizard” window will open.

11. Click FINISH to complete installation.

If your operating system is Windows 98 SE/ME:
1. Load the IndiCAPTURE Software Installation Disc into your computer’s drive.
2. If the ArcSoft software installation screen appears, click its CANCEL button.
   • The “Windows has found the following new hardware” window will open.

3. Select “Automatic search for a better driver (Recommended)”.
4. Click NEXT.
   • The “Windows will search for new drivers in its driver database …” window will open.

8. Select “Search for the best driver for your device (Recommended)”, check “Specify a location”, click the BROWSE button and navigate to the “IndiCAPTURE USB Driver” folder, located on the IndiCAPTURE Software Installation Disc.
9. Click NEXT.
   • The “Windows driver file search for the device” window will open.

10. Click NEXT.
   • The “Windows has finished installing the new hardware device” window will open.

11. Click FINISH to complete installation.

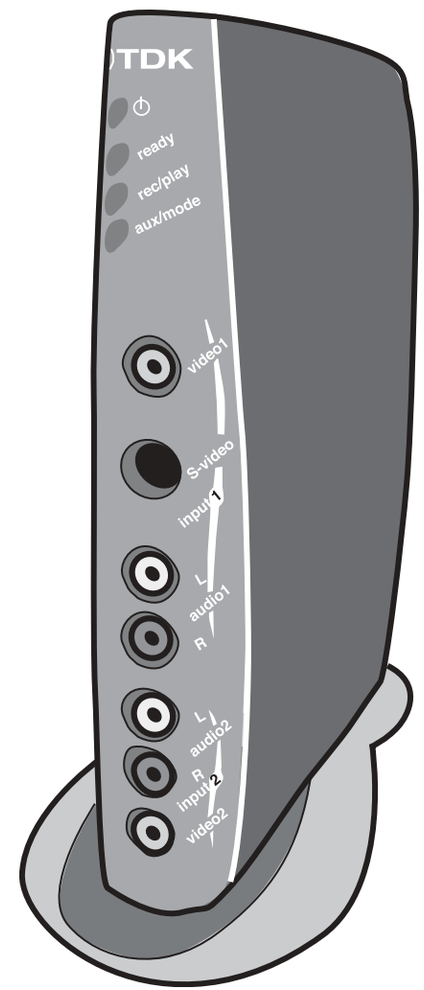
INSTALL ARCSOFT SHOWBIZ SOFTWARE

1. If you haven’t done so already, load the IndiCAPTURE Software Installation Disc into your computer’s drive.
   • Within one minute after the program disc has been inserted, an installation screen should appear.
2. Follow the on-screen prompts to complete installation.

If the installation screen does not automatically appear, follow these steps:
1. Double click "My Computer".
2. Right click the disc drive into which you inserted the IndiCAPTURE Software Installation Disc and choose "Explore".
3. Double click "Setup.exe”.
4. Follow the on-screen prompts to complete installation.

CONNECT VIDEO SOURCE

For added flexibility, IndiCAPTURE has multiple analog video and audio inputs.
• GROUP 1: VIDEO 1; S-VIDEO; AUDIO 1 (L/R)
• GROUP 2: VIDEO 2; AUDIO 2 (L/R)



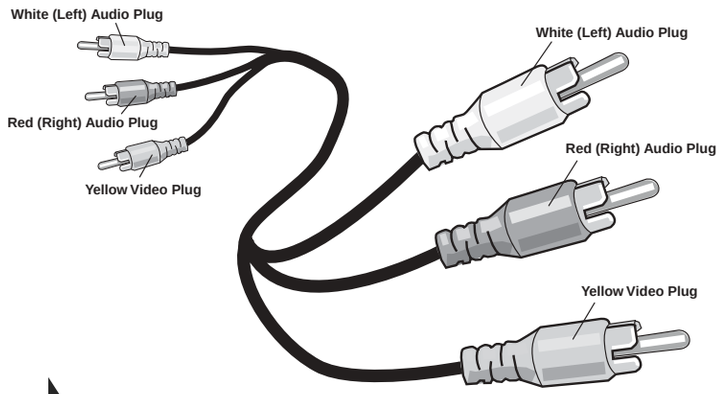
Here’s an overview of IndiCAPTURE’s video and audio inputs:

GROUP	LABELED AS	COLOR	INPUT TYPE
1	“Video 1”	Yellow	Composite Video
1	“S-Video”	Black	S-Video
1	“Audio 1”	White, Red	L/R Stereo Audio Pair
2	“Video 2”	Yellow	Composite Video
2	“Audio 2”	White, Red	L/R Stereo Audio Pair

Video and audio can be simultaneously captured. When capturing video into a GROUP 1 video input, audio must be captured into the AUDIO 1 inputs. When capturing video into the VIDEO 2 input, audio must be captured into the AUDIO 2 inputs.

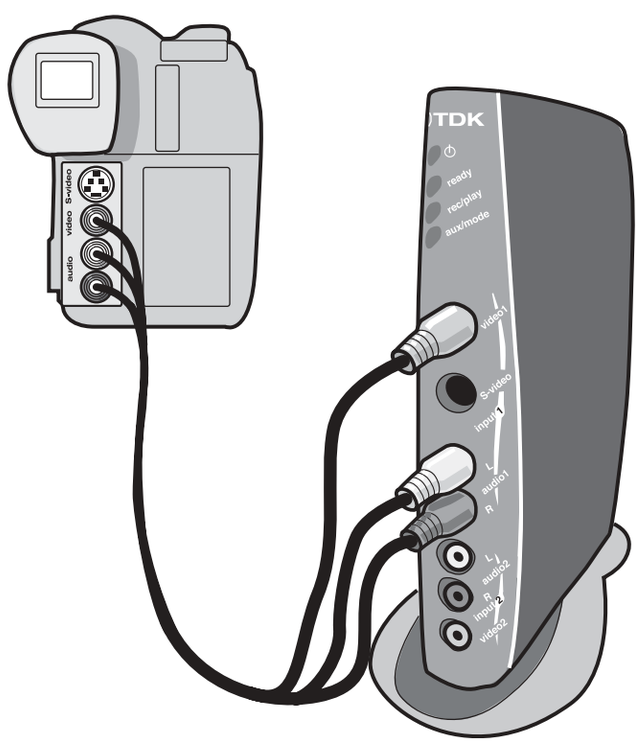
ABOUT THE INCLUDED AUDIO/VIDEO CABLE

IndiCAPTURE comes with an audio/video cable as shown below:



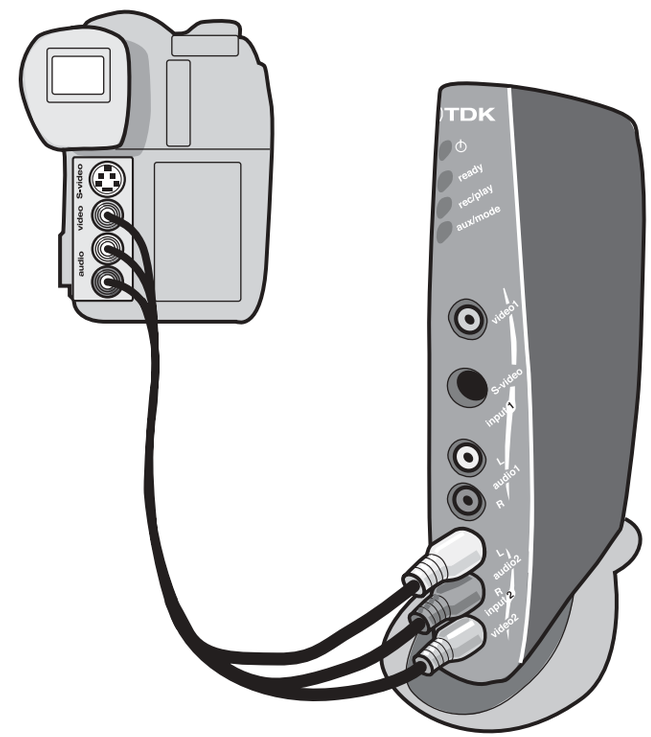
CONNECTION EXAMPLE 1

1. Connect one of the included cable's yellow plugs to a source device's video output. Connect the cable's other yellow plug to IndiCAPTURE's yellow VIDEO 1 input.
2. Connect one of the cable's red plugs and one of its white plugs to the source device's analog audio outputs. Connect the cable's other red plug and its other white plug to IndiCAPTURE's red and white AUDIO 1 inputs.



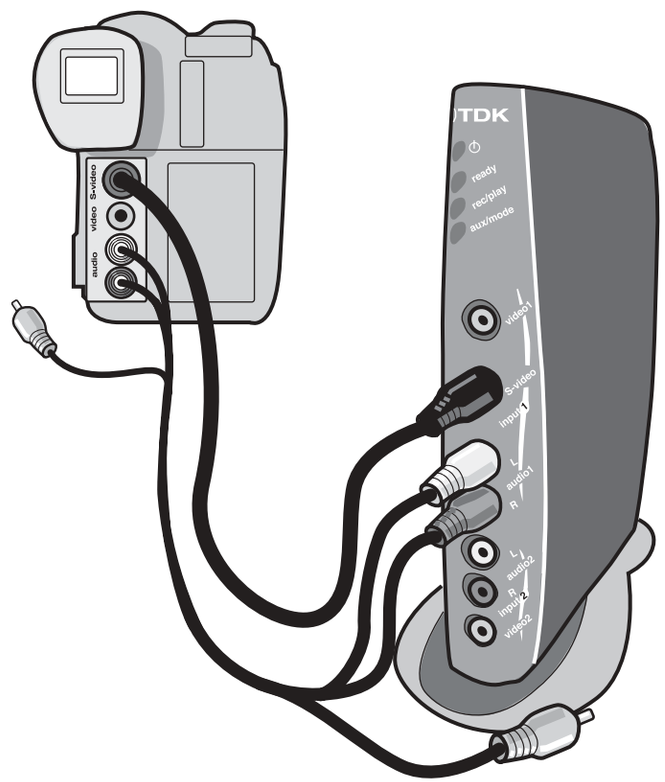
CONNECTION EXAMPLE 2

1. Connect one of the included cable's yellow plugs to a source device's video output. Connect the cable's other yellow plug to IndiCAPTURE's yellow VIDEO 2 input.
2. Connect one of the cable's red plugs and one of its white plugs to the source device's analog audio outputs. Connect the cable's other red plug and its other white plug to IndiCAPTURE's red and white AUDIO 2 inputs.



CONNECTION EXAMPLE 3

1. Connect one end of an S-Video cable (not included) to a source device's S-Video output. Connect the other end of the S-Video cable to IndiCAPTURE's S-VIDEO input.
2. Connect one of the included cable's red plugs and one of its white plugs to the source device's analog audio outputs. Connect the cable's other red plug and its other white plug to IndiCAPTURE's red and white AUDIO 1 inputs. (Leave the cable's two yellow plugs unconnected.)



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NOTE: Due to OS limitations, file sizes cannot exceed 2GB on FAT 16 partitioned hard drives and 4GB on FAT 32 partitioned hard drives. These limitations do not apply to NTFS formatted hard drives.

IMPORTANT INFO ABOUT THIS SOFTWARE QUICK GUIDE

This Software Quick Guide provides instructions for using ArcSoft ShowBiz to capture footage (including audio) with IndiCAPTURE. It also includes basic instructions for creating videos and photo slideshows. For additional information:

- Read ArcSoft's electronic help materials, supplied in PDF format on the IndiCAPTURE software disc.
- Check out the "ShowBiz Basics" help, which can be accessed by clicking the "B" block , located at the top of the PLAYER window in the ShowBiz application.
- Mouse over virtually any part of the ShowBiz user interface, right click and select HELP to see the help materials pertaining to that part of the interface.

ARCSOFT® SHOWBIZ™

SECTION 2

- For capturing footage (including audio) with IndiCAPTURE
- For creating Hollywood style videos and digital photo slideshows

Clicking the TEXT, EFFECTS, MEDIA and TRANSITIONS tabs changes the displayed ALBUM type, providing access to the selected feature. Albums contain thumbnails, which represent components that can be added to your movie. Dragging a thumbnail from an ALBUM to the STORYBOARD or TIMELINE view adds the component to your movie. Individual components or the entire movie can be previewed in the PLAYER window.

To run ArcSoft ShowBiz:
1. In Windows, click START.
2. Select PROGRAMS, ARCSOFT SHOWBIZ, SHOWBIZ.
   OR
   Double click the ArcSoft ShowBiz desktop icon if available.

The PLAYER is the section on the main screen where your movie and/or movie components are displayed and previewed. Below the preview window within the PLAYER are playback controls, options for different preview modes, and editing options. Above the window are buttons for toggling view modes, as well as a button that launches ShowBiz Basics help.

View Modes: Include Normal (the default view), Large (takes up the entire program screen while still showing the playback controls), and Full (takes up the entire screen).
Playback Controls: Include PLAY/PAUSE and STOP.
Preview Modes: Include ENTIRE MOVIE (plays back all STORYBOARD/TIMELINE view components sequentially) and ACTIVE CLIP (plays back only component that's currently selected in the STORYBOARD or TIMELINE view).

NOTE: Right click on any thumbnail in the MEDIA album and select PREVIEW MEDIA to preview the file in the PLAYER window.

MEDIA ALBUMS
A MEDIA album is a collection of files (video, audio and/or still images). Files from any MEDIA album can be added to any ShowBiz project by dragging and dropping. To stay organized, you may want to create a new MEDIA album each time you begin a ShowBiz project. After creating a MEDIA album, you can capture and/or import media files into it.

NOTE: For the quickest results, supported files can be dragged directly from any Windows folder into the TIMELINE or STORYBOARD view. It is not necessary to first add files to a ShowBiz MEDIA album.

To create a new MEDIA ALBUM:
1. Run ArcSoft ShowBiz.
2. Click the MEDIA tab.
3. Click the SELECT ALBUM pulldown.
4. From the pulldown list, select <NEW ALBUM>.

• "New Album 1" or similar text should appear in the text box next to the SELECT ALBUM pulldown.

5. If you wish to change the new album's name, single click on the text box, type the desired name and single click the SELECT ALBUM pulldown to confirm.

CAPTURING FOOTAGE FROM AN EXTERNAL SOURCE INTO A MEDIA ALBUM

ArcSoft Showbiz provides IndiCAPTURE's capturing interface. Audio and video are simultaneously captured and saved as a single MPEG-2 or MPEG-1 file (depending on the FORMAT setting).

NOTE: By default, ArcSoft ShowBiz captures video in the MPEG-2 format with DVD quality settings.

To capture footage (including audio) from an external source into a MEDIA album:
1. Connect the video source device to IndiCAPTURE as described in the installation section of this User's Guide.
2. Run ArcSoft ShowBiz.
3. Click the CAPTURE button.

• The Capture Window will open.
4. Check the VIDEO and AUDIO boxes.
5. Click the **DEVICE** pulldowns and select IndiCAPTURE as the video and audio source.
6. Click the INPUT button that's located in the video section of the Capture Window. (The INPUT button that's located in the audio section of the Capture Window is intentionally disabled.)

• The Input Window will open.

NOTE: If a red strike icon appears on any thumbnail in an album, it means that the file linked to the thumbnail was moved, renamed, or deleted after the file was added to the album. Such thumbnails are dead links and cannot be used. It is a good idea to store your media files in directories that will not be deleted or moved.

NOTE: Start playback of the video source device well before the section you wish to capture will be displayed. This will allow time to complete the recording setup process before the desired footage is displayed.

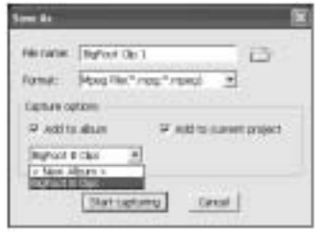
NOTE: By default, captured files will be saved to the My Videos folder, located in My Documents. To change the default save location, click the Save As Window's file icon , select a different folder and click OK.

NOTE: After capturing video, you may continue previewing the incoming video from the source device by clicking the Capture Window's LIVE button.

NOTE: If the source device's video output is connected to IndiCAPTURE's S-VIDEO or VIDEO 1 input, connect the source device's audio outputs to IndiCAPTURE'S AUDIO 1 inputs. If the source device's video output is connected to IndiCAPTURE's VIDEO 2 input, connect the source device's audio outputs to IndiCAPTURE'S AUDIO 2 inputs. (See the Installation section of this User's Guide for more information.)

7. In the Input Window, select IndiCAPTURE's input to which the source device is connected. Choose S-VIDEO if the source device is connected to IndiCAPTURE's S-Video input. Choose COMPOSITE 1 if the source device is connected to IndiCAPTURE's VIDEO 1 input. Choose COMPOSITE 2 if the source device is connected to IndiCAPTURE's VIDEO 2 input.
8. Click OK.
9. Press PLAY on the video source device.
   - The video from the video source device will be previewed in the Capture Window.

10. Click the Capture Window's RECORD button.



   - The Save As Window will open.
11. In the Save As Window, type a name for the clip and use the pulldown to select the album where the captured clip will be added. In the example above, we selected the "BigFoot B Clips" album we'd previously created, but selecting <NEW ALBUM> would've added the clip to a new album.
12. Click START CAPTURING.

   - The Capture Window will display the video while it is being captured to your computer's hard drive.
13. When the desired segment has ended, click the Capture Window's STOP button to stop capturing.
14. Click the Capture Window's DONE button to close the Capture Window.

   - A thumbnail of the newly captured video will now be displayed in the MEDIA album.

NOTE: Many digital cameras have an A/V output, allowing them to be connected to IndiCAPTURE. Use the same basic procedure to capture from a digital camera into IndiCAPTURE.

NOTE: For instructions on making a new video with files from the MEDIA album, see the "Creating Videos and Photo Slideshows" section of this User's Guide.

IMPORTING FILES FROM THE PC'S HARD DRIVE INTO A MEDIA ALBUM

After a file has been added to an ArcSoft ShowBiz media album, the file can be used in any ShowBiz project.

To import a file into a MEDIA album:

1. Run ArcSoft ShowBiz
2. Click the MEDIA tab.
3. Use the SELECT ALBUM pulldown to select the media album into which you wish to import the file.
4. Click the ADD button.

- The Open window will open.

5. Navigate to the desired file and click OPEN

- The file will be added to the selected MEDIA album.

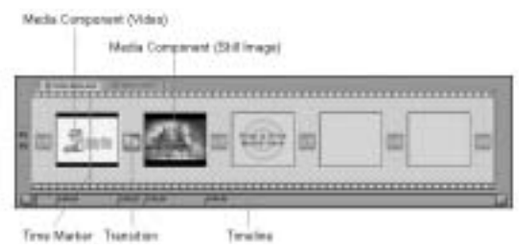
NOTE: For instructions on making a new video with files from the MEDIA album, see the "Creating Videos and Photo Slideshows" section of this User's Guide

FILE FORMATS THAT CAN BE IMPORTED INTO SHOWBIZ

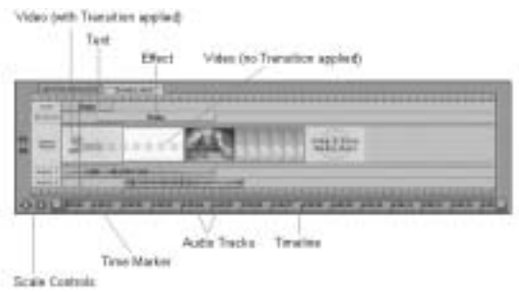
File Type	Description
*.avi	Audio Video Interlaced (AVI). These are video files that may contain audio.
*.mpg	MPEG-1 Program Stream. These are video files that may contain audio.
*.dat	VCD-compliant video files. These are video files that may contain audio.
*.mpeg	MPEG movie or animation. These are video files that may contain audio.
*.wmv	Windows Media Video. These are video files in the native Windows XP video format.
*.asf	These are AVI videos containing DivX encoded video.
*.mov	QuickTime movie. These are video files that may contain audio.
*.wav	WAVE files. These are audio files.
*.mp3	MPEG-1 Audio Layer 3. These are audio files.
*.tif	These are image files.
*.tga	Targa files. These are image files.
* .pcx	These are image files.
*.bmp	Bitmap. These are image files.
*.jpg	JPEG (Joint Photographics Experts Group). These are image files.

THE STORYBOARD & TIMELINE VIEWS

ArcSoft ShowBiz provides two different views, the STORYBOARD and the TIMELINE. Both views serve the same purpose, but display information differently. By clicking the appropriate tab (STORYBOARD or TIMELINE), you can switch back and forth between the two views as desired.



STORYBOARD view. It's basic and clean.



TIMELINE view: Video, audio, text and effects can be separately adjusted from this view.

Here are details on the components of the TIMELINE view:
Text Track: This track displays text effects that have been added to the Timeline. Click and drag text components to desired positions on the Timeline. Right-click a text component to view available options. Choose "Extend to align…" to change the display time of a text effect to match a specific video or still image component, or to play throughout the entire movie. Alternately, click on the edges of the text component and drag to the desired length. You can delete all Text effects added to the Timeline by right-clicking a text effect and selecting "Delete All Text."

Effects Track: This track displays non-text effects that have been added to the Timeline. Click and drag effect components from the EFFECTS album to desired positions on the Timeline. Right-click an effect component to view available options. Choose "Extend to align…" to change the display time of an effect to match a specific video or still image component, or to play throughout the entire movie. Alternately, click the edges of the effect and drag to the desired length. You can delete all Effects added to the Timeline by right-clicking an effect and selecting "Delete All Effects."

Video Track: This section displays videos, still images, and transitions that have been added to the Timeline. Right-click video and still image components and choose "Properties" to view information on the component. You can also right-click any component in this area to delete the component. The display time for still images and transitions can be adjusted by clicking and dragging the right edge of the component. The display time for a video can be shortened (or lengthened back to its original length) by the same means. You can delete all of the components on the Video Track (still images and videos) by right-clicking a component and selecting "Delete All Video Track Content." You can delete all transitions by right-clicking a transition and selecting "Delete All Transitions." Or, select "Apply Transition To All" to fill every available location with the currently selected transition. You can quickly add random transitions throughout a project by right-clicking and selecting "Random Transition to All."

Audio 1 & 2 Tracks: These sections display audio tracks that have been added to the Timeline. Click and drag audio tracks to desired locations on the Timeline. Right-click a audio track and select "Properties" to view file information. You can add up to two audio tracks for simultaneous playback at any time in the movie. You can delete all content on an Audio Track by right-clicking a component and selecting "Delete All Audio Track 1 (or 2) Content." You can have the program trim audio components to end with specific clips. To do this, right-click the audio component and select "Align Audio."

Scale Controls: These options widen or compress the Timeline so that you can view more or less of it at one time.

Timeline: The timeline at the bottom has time markers across it. Use the arrows at either end of the timeline to scroll through the components. Only do this when not all components fit on the screen at one time.

Time Marker: This yellow vertical line moves across the Timeline as a movie or component is played. You can click and drag the Time Marker to a desired location.

Effect Locking: You can lock added effects and audio to a specific component of the Video Track. This applies to both Audio Tracks as well as special and text effects. Simply right-click the desired component and choose the "Lock to Video" option. This option will vary for the different components (for special effects, it will say "Lock Effect To Video"; for text effects, it will say "Lock Text To Video"; etc.). If an added component is locked to a specific video component, you can freely drag and drop the video component about the Timeline without disassociating the locked effect. The effect will move along with the video component wherever you move it.

CREATING VIDEOS & PHOTO SLIDESHOWS

After files have been captured and/or imported into a ShowBiz MEDIA album, you're ready to begin work on a new creation.

NOTE: Still images and video files can be used together in the same project.

To create a video or photo slideshow:
1. Run ArcSoft ShowBiz.
2. Click the MEDIA tab.

3. Click the media album pulldown and select the media album that contains the desired file(s).

4. Drag the thumbnail of the desired file (video, still image or audio) from the MEDIA album to the STORYBOARD view.

• The file is now part of the layout.

5. Repeat steps 3 and 4 until all desired files have been added to the STORYBOARD view.
   • The file playback sequence can be changed by rearranging the order of the thumbnails in the STORYBOARD or TIMELINE view. To move a thumbnail, click and drag.
6. To preview your entire video, click the PLAYER'S ENTIRE MOVIE button, click REWIND and click PLAY

7. If no further adjustments are needed, click PROJECT, SAVE and follow the on-screen prompts to save your project file (.SBZ format).
   • Follow the next set of instructions to render your video or photo slideshow as a finished movie.

To render your video or photo slideshow as a finished movie:
1. If your project isn't already open, run ArcSoft ShowBiz and open the project (.SBZ format).
2. Click MAKE MOVIE.
   • If the "Save the current project" window appears, follow the on-screen prompts to save your project (.SBZ format).

   • The SAVE window will open.
3. From the FORMAT pulldown list, select the desired rendering option for your video. (See the rendering options table for details on the choices.)
   • If desired, change the location on your hard drive where the rendered file will be saved.
   • Advanced users only: Click the SETTINGS button to fine-tune the rendering settings.

4. Click OK to begin rendering.
5. Wait while your finished movie is rendered to the selected format.
   • As shown in the image below, the remaining time required to complete the rendering process is displayed at the top of the PLAYER window.

NOTE: Video rendering/exporting is a time consuming process. ArcSoft ShowBiz completes this process faster than most other applications, but lengthy videos can still take a long time to render/export. Your computer's specifications also affect rendering/exporting times.

RENDERING OPTIONS AVAILABLE IN THE SHOWBIZ FORMAT PULLDOWN

Rendering Option	Description
Microsoft AVI File	Saves in the AVI format. Includes several compression options. An non-compressed AVI has very good quality, but large file size. ShowBiz defaults to the Microsoft Video 1 AVI compressor, providing medium quality and compression. Delivers smooth playback on most systems.
DV File	Saves in the full quality DV camcorder format. Has high quality and large file sizes. Use for outputting to DV tape.
MPEG-1 File	Offers good quality and compression for playback on most systems. Many quality options are available.
Video CD File	Special MPEG-1 video format. Use if you plan to create a VCD disc.
Video Email File	This option creates a self-running video file (EXE) that includes a built-in player. It will run on most Windows systems. (Use QuickTime instead for Mac.) This format offers appropriate file sizes for email. It is simple to use because the recipient will not need any special software to view the video.
Windows Media File	The Windows Media Video format (WMV) is primarily used for streaming video on the Web. Different compression options are offered for defined download speeds. WMV is also an alternative for Video E-mail, providing small file sizes that can be played on most Windows systems.
QuickTime Movie File	MOV files offer many quality and compression options. Developed by Apple, MOV files are supported on all Macintosh and most Windows systems. This is a popular alternative to MPEG. The QuickTime player is available from Apple's Web site.
MPEG-2 File	Offers excellent video quality and compression options. Primary applications include output for DVD and SVCD.
SVCD File	The quality here is between VHS and DVD. You'd typically burn this type of file to CD-R or CD-RW for playback on SVCD players and some DVD players. Check with the manufacturer of your DVD player for information on its compatibility with CD-R/RW discs and the SVCD format.
DVD File	High quality. For playback on DVD players/drives.

To render your video or photo slideshow as a finished movie & burn it directly to DVD (requires optional DVD burner):

1. If your project isn't already open, run ArcSoft ShowBiz and open the project (.SBZ format).
2. Click CREATE, BASIC DVD.
   - If the "Save the current project" window appears, follow the on-screen prompts to save your project (.SBZ format).
   - The CREATE BASIC DVD window will open.

3. Verify that your DVD burner is selected in the SELECT DEVICE pulldown.
4. To include chapters on your DVD, leave the CREATE CHAPTERS box checked. Select whether chapters should be created automatically based on time (AUTOMATICALLY EVERY X MINUTES) or whether they should be created USING VIDEO CLIPS IN THE STORYBOARD.
5. To select a menu style, leave SELECT A DVD MENU STYLE checked. Then select a style using the pulldown box plus the left and right arrows.
6. Click START to begin the rendering and recording process. Please be patient as the process may take a while.

To render your video or photo slideshow as a finished movie & burn it directly to CD (Requires optional CD burner. Records to VCD format.):

1. If your project isn't already open, run ArcSoft ShowBiz and open the project (.SBZ format).
2. Click CREATE, CD/VCD.
   - If the "Save the current project" window appears, follow the on-screen prompts to save your project (.SBZ format).
   - The MAKE CD window will open.

3. Verify that your CD burner is selected in the SELECT DEVICE pulldown.
4. Click OK to begin the rendering and recording process. Please be patient.

NOTE: Video CD (VCD) discs can be played in many, but not all home DVD players. Check your DVD player's documentation for information on compatibility.

BASIC EDITING CONCEPTS

This section contains instructions for customizing your creations.

To add audio, music or sound effects to your project:

- Drag the desired file from the MEDIA album to the STORYBOARD or TIMELINE view.

-OR-

- Drag the file from any Windows folder to the STORYBOARD or TIMELINE view.

To record live audio into the MEDIA album:

1. In the STORYBOARD or TIMELINE view, click on the desired video clip.
2. Click on the AUDIO RECORD button from the editing options beneath the PLAYER.
3. In the RECORD AUDIO window, type a file name for the audio about to be recorded.
4. Click the BROWSE button and select the save location.
5. Check the ADD TO ALBUM box and choose an album to which your recorded file will be added.
6. Check the MUTE SIMULTANEOUS VIDEO CLIPS box to remove the existing audio track encoded in the video file.
7. Click RECORD to begin recording.
8. Click STOP when you've finished recording.

NOTE: In the Player, if ACTIVE CLIP is selected, audio will be recorded for the currently selected component in the STORYBOARD or TIMELINE view. If ENTIRE MOVIE is selected, an audio track for the entire movie will be recorded.

To change the duration for which a still image is displayed:

1. Add the still image to your layout by dragging its thumbnail from the MEDIA ALBUM to the STORYBOARD or TIMELINE view.
2. Select the TIMELINE view (if not already selected) and click on the image's thumbnail in the TIMELINE view.
   - When the thumbnail is selected, a yellow outline will appear around it.
3. Click on the yellow outline on the right side of the thumbnail and drag. (Drag right to increase the duration for which the image will be displayed. Drag left to decrease the duration for which the image will be displayed.)

NOTE: Your Windows audio mixer settings must be configured to allow recording through your computer's soundcard.

To trim (change the start and/or end point of) a video clip:

1. Click on the desired video clip in the STORYBOARD or TIMELINE view.
2. Click and drag the START (green) and END (pink) markers to set the beginning and end points of the video clip.

To trim (change the start and/or end point of) an audio clip:

1. Click on the desired audio clip in the STORYBOARD or TIMELINE view.
2. Click and drag the START (green) and END (pink) markers to set the beginning and end points of the audio clip.

NOTE: After clicking on an audio clip in the STORYBOARD or TIMELINE view, you can check the FADE IN and/or FADE OUT boxes to make the audio clip's volume smoothly fade in at the beginning of the clip and/or fade out at the end of the clip.

To add text to your project:

1. Click the TEXT tab to open the TEXT album.

2. In the TEXT album, click the desired text thumbnail and drag it to the desired location in the TIMELINE view.
   • The TEXT EDITING OPTIONS window will open.

3. Type the desired text into the ENTER TEXT HERE box.
   • Adjust the other settings as desired.

To add a transition to your project:

1. Click the TRANSITIONS tab to open the TRANSITIONS album.

2. In the TRANSITIONS album, click the desired transition thumbnail and drag it to a location between two clips in the STORYBOARD view.

NOTE: Transitions are visual effects that smooth the change from one video clip to another. Transitions must be placed between two video clips.

SCENE DETECTION

ShowBiz can automatically go through an existing video clip and separate it based on scene changes. The program looks for changes in the clip's scenery and creates bookmarks to those locations. Thumbnails that have been separated will display a folder icon within their respective albums. The scenes are not separate files; they are references made by the program so that you can easily select unique components from the larger video clip.

To use scene detection on a clip captured by IndiCAPTURE:

1. In the MEDIA album, right click the desired thumbnail and select RUN SCENE DETECTION.
   •The SCENE DETECTION window will open.

2. With the BY SCENE CHANGES box checked, click OK.
   •Scene detection will run. It may take a while to complete processing.

SPLITTING A CLIP

Video clips can also be split. In other words, a video clip can be manually separated into two different scenes. The scenes have the same characteristics as files that have been run through scene detection.

To split a clip:

1. In the MEDIA album, right click the desired thumbnail and select SPLIT.
2. In the editing options section, adjust the slider to the position where you would like the split to occur.
3. Click the SPLIT button to split the clip.

To undo a split or scene detection:

•Right click the thumbnail and select REMOVE SCENE DETECTION.

To access and use clip components that have been created with split or with scene detection:

1. In the MEDIA album, click the folder icon on the bottom right side of the desired thumbnail that has been split. You must click directly on the folder icon.

•The VIDEO SEGMENTS window will open.

2. Add any segment to your layout by dragging its thumbnail from the VIDEO SEGMENTS window to the STORYBOARD or TIMELINE view.

NOTE: To save a project (.SBZ file format) without exporting a final video file, click PROJECT, SAVE AS, then type a file name and click SAVE. To resume work on the project, run ArcSoft ShowBiz, click PROJECT, OPEN, browse to the file's location, click on the file name and click OPEN.

SHOWBIZ FREQUENTLY ASKED QUESTIONS

1. What is "Scene Detection" and why would I want to use it?

Scene detection is great for separating videos in your albums without actually breaking apart the video file. The program searches through the video and "bookmarks" scene changes.

By segregating scenes within a video, you could download or capture the entire video at one time, and have the program automatically break it up into different components. You can then add each scene to the Storyboard/Timeline without adding the entire video. It's basically a great time-saver.

2. Is the "Split" command basically a manual scene detection command?

Yes. The only difference is that "splitting" only separates the selected video into two parts. You can select the division point, however. Also, you can perform a "split" on already separated (bookmarked) components. This is great if you'd like to strictly define the separation points in a video.

3. What if I want to remove the soundtrack from a video?

You'll basically need to recompile the movie with the audio turned down. Add the video to the Storyboard and then resave it with the volume slider all the way down to zero.

You can also conserve space on your hard drive by lowering the quality of the audio, depending on your save format. Check the properties of your save format and change to the absolute lowest audio settings.

4. Can I save my projects for later editing?

Absolutely. You can save your work-in-progress or completed projects for further editing at a later date. Click the Save button from the Project buttons group.

A standard Save As dialog will appear, letting you select the save location and set the file name for your project. These files will be stored as ShowBiz Project (BIZ or SBZ) files. These files can only be used with ShowBiz.

To open a previously saved project, click the Open button from the Project buttons group. Navigate to the directory that contains the desired BIZ or SBZ file, then double-click the file to open the project.

5. How does saving to a digital video tape work?

It's simple. Once your movie is ready, move your mouse over the Export button. Choose "To DV Tape" from your available options.

The program will first compile your movie. Once it's finished, a window will pop up with a preview screen and some navigation controls.

Use the navigation controls to go to the spot on your video tape where you'd like to insert the movie you created in ShowBiz. Once you've reached the desired location, click the “Save To Tape” button. You'll see the video recording on your DV device screen.

6. How can I extract the audio from a video file?

Use the "Extract Audio" command:
1. Select the album that contains the video.
2. Once there, right-click the desired video thumbnail.
3. From the drop-down window, click on "Extract Audio."
4. The program will extract the soundtrack as a WAV file and place it into the current album. The file name will be the same as the video file from which it was extracted.

7. How do I know which save format to use?

This heavily depends on the intended use of the movie. There are different save formats for different uses. For example, you'd probably want to save in the WMV format if you intend on having the video as a streaming movie on the Web for Windows users. If you plan on using the movie primarily on Macintosh systems, you'll want to consider the MOV format.

When you're saving your movies, notice the "Description" area in the Save window. It will list some details about the current save format.

8. I'm having a hard time lining up effects. What can I do?

Don't forget about your right-click functions on the Timeline. These functions can save you lots of time and frustration. If you want to line up an effect so it starts or ends at the beginning or end of a specific video or still image, first line it up as best as you can. You don't need to be too accurate, just somewhere close.

Once you've done that, right-click the effect. Move your mouse over "Extend To Align." You'll see a few different options at this point. Choose to align the effect at the start of the movie or closest clip, or at the end of the movie or closest clip. These options will help you perfectly align your text and special effects.

9. How do I adjust the duration of a still image?

To adjust the duration on the Timeline, click on the right edge of the respective still image. Then, drag to the desired length, making the display time shorter or longer. Use the timeline along the bottom as a guide.

10. Can I add more than two simultaneous audio tracks?

No. You can only add two audio tracks for simultaneous playback at any point in time in a project. However, there is a way to compile infinite audio tracks. You can save your movie, and then add the finished movie to the Storyboard by itself. At this point, you'll have two blank audio tracks. You can fill up the tracks, resave the movie, and repeat the process. You can do this an infinite number of times. Do this to blend multiple songs, add narration, or layer any special sound effects.

11. How can I change the name of one of my albums?

It's simple. All you need to do is click within the box that displays the album name and type over the existing text.

12. How can someone play my video with the least amount of effort?

By saving your videos in the EXE file format, Windows users will not need any specific or special software to view your movie. The EXE format automatically includes a built-in player. All you need to do is double-click the file to play it. No additional software is needed.

Most current Macintosh systems should have Apple QuickTime already installed. If you plan on sharing your movies with Macintosh users, you should save them in the QuickTime (MOV) format. Macintosh users will not be able to view EXE files.

13. It takes a long time to render/export projects. Is that normal?

Yes, it is normal. Rendering/exporting a large video file may even take hours. Many factors affect the amount of time it takes to render/export video files. The factors include: Your computer's processor speed, hard drive speed, available memory, the duration of the video file, the amount of effects (such as transitions and text), the file bit rate, frame size and the number and length of included audio files. You may prefer to render long videos overnight. Using your computer for other tasks while video is being rendered slows down the rendering process. Please be patient.

APPENDIX A

TROUBLESHOOTING

CAN'T CAPTURE FROM DVD DISC
- The disc is probably copy protected and cannot be captured. Please respect intellectual property laws.

CAN'T CAPTURE VIDEO
- Verify that the video input to which the source device is connected is selected in the software.
- Verify that the video cable is properly connected to one of IndiCAPTURE's video inputs and to one of the source device's video outputs.

CAN'T CAPTURE AUDIO
- Verify that the audio input to which the source device is connected is selected in the software.
- Verify that the audio cable is properly connected to IndiCAPTURE's audio inputs and to the source device's audio outputs.
- Audio must be captured with video.

VIDEO ISN'T DISPLAYED IN SOFTWARE DURING CAPTURING
- Verify that the correct input is selected in the software.
- Verify that the video cable is properly connected to one of IndiCAPTURE's video inputs and to one of the source device's video outputs.
- Press the source device's PLAY button to start video playback.
- Make sure brightness and contrast settings are at normal levels.
- Check minimum system requirements.

AUDIO IS OUT OF SYNC WITH VIDEO DURING PLAYBACK
- Capture the video again.

I ONLY HEAR MONO AUDIO OR AUDIO FROM ONE SPEAKER

- Verify that both of the cable's audio plugs are properly connected to IndiCAPTURE's audio inputs and to the source device's audio outputs. (There should be two audio connections from the source device to IndiCAPTURE. One connection carries the left speaker's sound while the other connection carries the right speaker's sound.)
- Verify that your computer speakers are properly connected to your computer's soundcard.
- Verify that your Windows audio mixer settings are correct.

SOFTWARE DOESN'T LET ME CAPTURE

- Press the source's PLAY button to start video playback

MY S-VIDEO CABLE HAS FEWER PINS THAN INDICAPTURE'S S-VIDEO INPUT JACK

- No problem. IndiCAPTURE's universal 7-pin S-Video port is compatible with 4-pin S-video cables.

CAPTURED VIDEO HAS ARTIFACTS, SUCH AS WHITE LINES

- Some video sources will cause noticeable scan lines. This is normal, but most televisions remedy the issue on playback.

VIDEO CAPTURE ISN'T REAL TIME

- If IndiCAPTURE is connected to a USB 1.1 port, MPEG-2 video capture will not be real time. Real time MPEG-2 capturing requires a USB 2.0 connection.

APPENDIX B

SPECIFICATIONS

Video Encoding:
MPEG-2
MPEG-1

- Encoding is real time when connected to USB 2.0 port; may not be real time when connected to USB 1.1 port
- Supports CBR (constant bit rate) & VBR (variable bit rate) files

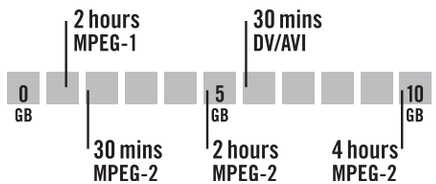
Video Resolution:
Up to 720 x 480 (when connected to USB 2.0 port)
Up to 352 x 240 (when connected to USB 1.1 port)

Display Format:
NTSC

Convert Video to:
AVI, DV, Real Media™ & Windows Media™

Power:
5V, 1.7A

Video Storage Requirements:



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One Year Limited Warranty for Hardware

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